

**SPECIAL
TWO PLAYER
OPTION**

TASK . . .

To enter Nightmare Mansion, find and release your brother, and escape alive.

OPPONENTS . . .

Many and varied. Some, such as the crawlers, are permanent residents and no way has yet been found to destroy them. Some have a less firm grip on reality and blink into existence. These can be sent back to the astral plains from where they came – temporarily – with a shot from your gun.

WEAPONS . . .

You are equipped with the latest sub-compact anti-matter Phantom splatterer which is the only weapon known to have any effect on these evil undead creatures, who's very presence drains your life force.

**MUSIC BY
JON-PAUL
ELDRIDGE**

LOADING

464: RUN" (ENTER)

664/6128: !TAPE (ENTER) RUN" (ENTER)

CONTROLS

The game can be played by one or two players. However, they do not play against one another but instead control different aspects of the same character.

LEFT – Run left
RIGHT – Run right
DOWN – Duck/climb down
UP – Jump/climb up

One Player Game

Using the movement controls without holding down FIRE allows you to control the movement of the man. With FIRE held down you control the movement of your gun sights.

Two Player Game

Player one controls the movement of the man. Player two controls the gun sights and shoots bullets.

Before playing the game first press ESC to define the control keys. If you are using a joystick just move the joystick in the required direction when defining the keys. Even if you will be playing a one player game you will still be asked to define the keys of player two.

THE PLOT

Professor Twilight who owns Nightmare Mansion offered a substantial reward for anyone who can rid his mansion of the many ghouls, ghosts and zombies which inhabit it. Your twin brother Chuck Studbuckle took up the challenge three days ago and hasn't been seen since. It is your duty to go into this house of horrors and rescue him, if he is still alive, or die horribly in the process.

You enter through the front door and proceed from room to room to find Chuck. Many evil creatures will appear, causing your terror to increase, this is shown on the TERRORMETER. A reading on this meter causes your vital MACHO ENERGY to decrease, so it is important to destroy these creatures quickly or leave the room.

To replenish lost energy you can drink the bubbling cauldrons of magic potion which you may find from time to time.

There are many lifts in the mansion which you will need to use to explore the rooms. These must first be activated by finding the flashing objects that disguise the switches, such as the goblet and script, which may be nowhere near the lifts which they operate.



Made in England

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